

Sub, D¹)

--1.(Amended) A wireless control unit for converting a video game system having a console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

a game controller having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including an auto activate start signal; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal from the game controller and for modifying the game information so that an activate signal is continuously sent from the console interface to the console via the at least one of the game controller ports, wherein at least one object in a game being played with the video game system console is continuously activated via said console interface in response to the received activate signal.--

C 1

--6. (Amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

a game controller having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including an auto activate start signal; and

C 2

C 2

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from the game controller and for modifying the game information so that when the auto activate start signal is received an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in a game being played with the game console is continuously activated via said console interface in response to the received activate signal, said console interface further comprising a connection port for receiving a memory cartridge for selectively storing game information.--

Sub. D3> --11. (Amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

C 3

a plurality of game controllers each having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including an auto activate start signal; and

at least one console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from each of the plurality of game controllers and for selectively modifying the game information from each game controller so that when the auto activate start signal is received by said console

C3
Conc.

interface, an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in the game being played with the game console is continuously activated via said console interface in response to the received activate signal

--15. (Amended) ~~A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:~~

C4

a plurality of game controllers each having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including an auto activate start signal; and

at least one console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from each of the plurality of game controllers and for selectively modifying the game information from each game controller so that when the auto activate start signal is received by said console interface, an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in a game being played with the game console is continuously activated in response to the received activate signal, said console interface including [and] at least one connection port configured to receive at least one memory cartridge for selectively storing game

C4
Concl information associated with a game being played with each of said plurality of controllers.--

Sub. D5 > --20. (Amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless controller unit comprising:

C5
a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, including an auto activate start signal, and wireless receiver circuitry for receiving controller information; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from the game controller and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal, said console interface including [and] wireless transmitter circuitry for transmitting controller information to the controller.

C6 Sub. D8 > --27. (Amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with

wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

a plurality of game controllers each having at least one user operable switch, wireless transmitter circuitry for transmitting game information including an auto activate start signal, and wireless receiver circuitry for receiving controller information; and

at least one console interface having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from at least one of said plurality of game controllers and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in a game being played with the video game system is continuously activated in response to the received activate signal, said console interface including [and] wireless transmitter circuitry for transmitting controller information to at least one of said plurality of controllers.

--55. (Amended) A wireless game control unit for converting a video game console having game controller ports and being operable with wired game controllers, the wireless game control unit comprising:

a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game control information, and wireless receiver circuitry for receiving controller information; and

a console interface releasably connected to at least one of the game controller ports for providing the video game console with wireless communication

C7
Concl.

capability, said console interface having wireless receiver circuitry for receiving said game control information from said controller, and wireless transmitter circuitry for transmitting said controller information to said controller.--

¶1.126 60-~~61.~~ (Amended) [A wireless control unit] An apparatus for converting a video game console configured for use with wired controllers to be used with wireless game controllers comprising:

a plurality of game controllers each having at least one user operable switch, wireless transmitter circuitry for transmitting game information, and wireless received circuitry for receiving controller information; and

at least one console interface releasably connected to at least one of the game controller ports for providing the video game console with wireless communication capability, said console interface having wireless receiver circuitry for receiving the game information from the controller and wireless transmitter circuitry for transmitting controller information to at least one of the plurality of controllers.--

¶1.126 67-~~68.~~ (Amended) [A wireless control unit for a video game system having a game console with game controller ports, the wireless control unit] An apparatus for converting a video game console configured for use with wired controllers to be used with wireless game controllers comprising:

a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game control information, and wireless receiver circuitry for receiving controller information; and

CLAIMS

What is claimed is:

1. A wireless control unit for a video game system having a console with game controller ports, the wireless control unit comprising:
 - a controller having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including auto activate start signal; and
 - a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from the controller and for modifying the game information so that an activate signal is continuously sent from the console interface to the console via at least one of the game controller ports, wherein at least one object in a game being played with the video game system console is continuously activated.--
2. The wireless control unit according to claim 1, wherein the controller has a housing with a control section, left and right side handles extending from the control section and a center handle extending from the control section between the left and right side handles.
3. The wireless control unit according to claim 1, wherein the controller includes a sleep function such that when the at least one user operable switch is inactive for a predetermined period of time power to internal circuitry in the controller is turned off.

4. The wireless control unit according to claim 1, wherein the controller transmits the game information at a predefined frequency.

5. Canceled.

6. A wireless control unit for a video game system having a game console with game controller ports, the wireless control unit comprising:

a controller having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including an auto activate start signal; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from the controller and for modifying the game information so that when the auto activate start signal is received an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in a game being played with the game console is continuously activated, said console interface further comprising a connection port for receiving a memory cartridge for selectively storing game information.

7. The wireless control unit according to claim 6, wherein the controller includes a sleep function such that when the at least one user operable switch is inactive for a predetermined period of time power to internal circuitry in the controller is turned off.

8. The wireless control unit according to claim 6, wherein the controller has a housing with a control section, left and right side handles extending from the control section and a center handle extending from the control section between the left and right side handles.

9. The wireless control unit according to claim 6, wherein the controller transmits the game information at a predefined frequency.

10. Canceled.

11. A wireless control unit for a vide game system having a game console with game controller ports, the wireless control unit comprising:

a plurality of controllers each having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including auto activate start signal; and

at least one console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from each of the plurality of controllers and for selectively modifying the game information from each controller so that when the auto activate start signal is received an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in the game being played with the game console is continuously activated.--

12. Canceled.

13. The wireless control unit according to claim 11, wherein the at least one console interface comprises a plurality of console interfaces and wherein one console interface corresponds to one of said plurality of controllers, and wherein each console interface includes wireless receiver circuitry for receiving the game information, including the auto activate start signal from the corresponding controller and for selectively modifying the game information so that when the auto activate start signal is received an activate signal is continuously sent from the console interface to the console via the game controller ports, wherein at least one object in a game being played with the game console is controlled by the corresponding controller is continuously activated.

14. The wireless control unit according to claim 11, wherein each controlled includes a sleep function that operates such that when the at least one user operable switch is inactive for a predetermined period of time power to internal circuitry in the controlled is turned off.

15. A wireless control unit for a video game system having a game console with game controller ports, the wireless control unit comprising:

a plurality of controllers each having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including auto activate start signal; and at least one console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from each of the plurality of controllers and for selectively modifying the game information from each controller so that when the auto activate start signal is received an activate signal is continuously sent from the console interface to the

game console via at least one of the game controller ports, wherein at least one object in a game being played with the game console is continuously activated, and at least one connection port configured to receive at least one memory cartridge for selectively storing game information associated with a game being played with each of said plurality of controllers.--

16. The wireless control unit according to claim 15, wherein each controller includes a sleep function that operates such that when the at least one user operable switch is inactive for a predetermined period of time, power to internal circuitry in the controller is turned off.

17. The wireless control unit according to claim 15, wherein each controller transmits the game information at different predefined frequencies, and the wireless receiver circuitry can be configured to receive each different frequency.

18. The wireless control unit according to claim 15, wherein the at least one console interface comprises a plurality of console interfaces and wherein one console interface corresponds to one of said plurality of controllers, and wherein each console interface includes wireless receiver circuitry for receiving the game information, including the auto activate start information, from the corresponding controller and for selectively modifying the game information so that when the auto activate start information is received and activate signal is continuously sent from the console interface to the console and at least one object in a game being played with the video game system controlled by the corresponding controller is continuously activated, and a single connection port for receiving a memory cartridge for

storing game information associated with a game being played with the corresponding controller.

19. Canceled.

20. A wireless control unit for a video game system having a game console with game controller ports, the wireless controller unit comprising:

a controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, including an auto activate start signal, and wireless receiver circuitry for receiving controller information; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from the controller and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated, and wireless transmitter circuitry for transmitting controller information to the controller.

21. The wireless control unit according to claim 20, wherein the console interface further comprises a connection port for receiving a memory cartridge for storing game information.

22. The wireless control unit according to claim 20, wherein the controller further comprises a connection port for receiving a peripheral device.

23. The wireless control unit according to claim 22, wherein the peripheral device comprises a memory cartridge for storing game information.

24. The wireless control unit according to claim 22, wherein the peripheral device comprises a vibrating member responsive to the controller information.

25. Canceled.

26. The wireless control unit according to claim 20, wherein the controller includes a sleep function that operates such that when the at least one operational switch is inactive for a predetermined period of time power to internal circuitry in the controller is turned off.

27. A wireless control unit for a video game system having a game console with game controller ports, the wireless control unit comprising:

a plurality of controllers each having at least one user operable switch, wireless transmitter circuitry for transmitting game information including an auto activate start signal, and wireless receiver circuitry for receiving controller information; and

at least one console interface having wireless receiver circuitry for receiving the game information, including the auto activate start signal, from at least one of said plurality of controllers and for modifying the game information so that an activate signal is continuously

sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in a game being played with the video game system is continuously activated, and wireless transmitter circuitry for transmitting controller information to at least one of said plurality of controllers.

28. The wireless control unit according to claim 27, wherein at least one console interface further comprises a connection port for receiving a memory cartridge for storing game information.

29. The wireless control unit according to claim 27, wherein at least one of the plurality of controllers further comprises a connection port for receiving a peripheral device.

30. The wireless control unit according to claim 29, wherein the peripheral device comprises a memory cartridge for storing game information.

31. The wireless control unit according to claim 29, wherein the peripheral device comprises a vibrating member responsive to the controller information.

32. The control unit according to claim 27, wherein the at least one console interface comprises a plurality of console interfaces and wherein each console interface corresponds to one of the plurality of controllers, and includes wireless receiver circuitry for receiving the game information from the corresponding controller, wireless transmitter circuitry for

transmitting controller information to the corresponding controller, and a connection port for a memory cartridge which stores game information.

33. The wireless control unit according to claim 27, wherein each controller includes a sleep function that operatios such that when the at least one operation switch is inactive for a predetermined period of time, power to internal circuitry in the controller is turned off.

34-54 Canceled by amendment of July 11, 2000.

55. A wireless game control unit comprising:
a controller having at least one user operable switch, wireless transmitter circuitry for transmitting game control information, and wireless receiver circuitry for receiving controller information; and
a console interface having wireless receiver circuitry for receiving said game control information from said controller, and wireless transmitter circuitry for transmitting said controller information to said controller.

56. The wireless game control unit according to claim 55, wherein said console interface further comprises a connection port for receiving a memory cartridge for selectively storing information relating to a particular game being played.

57. Missing (Inadvertent typo in amendment of July 12, 2000).

58. The wireless game control unit according to claim 55, wherein said controller further comprises a connection port for receiving a peripheral device.

59. The wireless game control unit according to claim 58, wherein the peripheral device comprises a vibrating member responsive to the controller information.

60. The wireless game control unit according to claim 58, wherein the peripheral device comprises a memory cartridge for storing game information.

61. A wireless control unit comprising:

a plurality of controllers each having at least one user operable switch, wireless transmitter circuitry for transmitting game information, and wireless received circuitry for receiving controller information;

at least one console interface having wireless receiver circuitry for receiving the game information from the controller and wireless transmitter circuitry for transmitting controller information to at least one of the plurality of controllers.

62. The wireless control unit according to claim 61, wherein said at least one console interface further comprises at least one connection port for receiving a memory cartridge for enabling the user to selectively store information relating to a particular game being played.

63. The wireless control unit according to claim 61, wherein at least one of the plurality of controllers further comprises a connection port for receiving a peripheral device.

64. The wireless control unit according to claim 63, wherein the peripheral device comprises an additional memory cartridge for storing game information.

65. The wireless control unit according to claim 63, wherein the peripheral device comprises a vibrating member responsive to the controller information.

66. The wireless control unit according to claim 61, wherein said at least one console interface comprises a plurality of console interfaces each corresponding to one of said plurality of controllers.

67. The wireless control unit according to claim 61, wherein each of said plurality of controllers transmits the game information at different predefined frequencies, and the wireless received circuitry in said console interface is configured to receive each different predefined frequency.

68. A wireless control unit for a video game system having a game console with game controller ports, the wireless control unit comprising:

 a controller having at least one user operable switch, wireless transmitter circuitry for transmitting game control information, and wireless receiver circuitry for receiving controller information; and

 a console interface connected to the game console via at least one of the game

controller ports and having wireless receiver circuitry for receiving said game control information from said controller, and wireless transmitter circuitry for transmitting said controller information to said controller.